BACKCOUNTRY CAMPING AREA

A backcountry campground has been established to provide an opportunity to camp in and enjoy a relatively natural setting. The campground has been developed in a wildlife management area, so you may see management practices including food plots and mowed strips.

USE OF AREA - Campsites are available, each located so that campers at adjacent sites will not be seen or heard. Campers are limited to one family (parent(s) and children) or six unrelated people per sites. Educational groups such as scouts or school groups should inquire regarding exceptions. Camping fee is to be paid at Fisherman's Camping Gatehouse.

CAMPFIRES - to reduce fire danger, a portable backpacking stove is recommended. Such stoves also prevent the development of ugly firesites. Fires may be prohibited during periods of forest fire danger.

If fires are built, use the fire ring provided at each site. Use only fallen dead wood. Be sure to put all fires out with water before leaving.

WATER - Carrying in your own drinking water is recommended. If lake or creek water is used, boil or treat with purification tablets.

WASTE/TRASH - To promote decomposition of human waste, use a digging tool such as garden trowel to dig a hole 6-8 inches deep and then cover with soil and leaf litter. Stay at least 100 feet from the lake or stream.

Pack out what you pack in including cans, bottles, plastic, and aluminum. Buried inorganic trash is generally dug up by animals or exposed to frost action. Bury soft food scraps such as coffee grounds or fruit and vegetable peelings so they will decompose rapidly.

Prior to being developed for camping the only "litter" in this area was a few pieces of wood and farm equipment near an old homesite. Please help us keep it clean for the next person.

HUNTING - Hunting is allowed in this area. Wearing hunter orange and bright colors during hunting season, especially deer season, is recommended.

WE WELCOME SUGGESTIONS!

Department of Natural Resources
Division of State Parks and Reservoirs



